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1. (Currently amended) A method of displaying information by a network kiosk comprising the steps of:

sensing a person passing within a predetermined distance of the kiosk;

displaying first information in response to said sensing step to attract attention of the person to the kiosk and to attempt to persuade the person to approach and use the kiosk;

timing a time period of displaying the first information; and

displaying second information which is less distinctive than the first information if the person does not begin use of the kiosk within the time period.

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2. (Currently amended) A method of displaying information by a network kiosk comprising the steps of:

sensing a person passing within a predetermined distance of the kiosk;

displaying first information in response to said sensing step to attract attention of the person to the kiosk and to persuade the person to approach and use the kiosk;

timing a time period of displaying the first information; and

displaying second information which is less distinctive than the first information if the person is no longer within the

predetermined distance of the kiosk and the time period has expired.

3. (Currently amended) A method of displaying information by a network kiosk comprising the steps of:

displaying first information;

sensing a person passing within a predetermined distance of the kiosk;

displaying second information which is more distinctive than the first information in response to said sensing step to attract attention of the person to the kiosk and to persuade the person to approach and use the kiosk;

timing a time period of displaying the second information;
and

displaying third information if the person is no longer within the predetermined distance of the kiosk and the time period has expired.

4. (Currently amended) A method of displaying information by a network kiosk comprising the steps of:

displaying first information;

sensing a person passing within a predetermined distance of the kiosk;

determining second information for display which is more distinctive than the first information in response to said sensing step;

wherein the second information attracts attention of the person to the kiosk and to persuade the person to approach and use the kiosk;

displaying the second information;

timing a time period of displaying the second information to wait for the person to operate the kiosk;

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determining third information for display which is less distinctive than the second information when the person is no longer within the predetermined distance of the kiosk and the time period has expired; and

displaying the third information.

5. (Currently amended) A network kiosk comprising:

a display for displaying information;

a proximity sensor; and

a computer which senses a person passing within a predetermined distance of the kiosk, displays first information in response to sensing the person to attract attention of the person to the kiosk and to persuade the person to approach and use the kiosk, times a time period of displaying the first information, and displays second information which is less

distinctive than the first information if the person does not begin use of the kiosk within the time period.

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6. (Currently amended) A network kiosk comprising:
a display for displaying information;
a proximity sensor; and
a computer which senses a person passing within a predetermined distance of the kiosk, displays first information in response to sensing the person to attract attention of the person to the kiosk and to persuade the person to approach and use the kiosk, times a time period of displaying the first information, and displays second information which is less distinctive than the first information if the person is no longer within the predetermined distance of the kiosk and the time period has expired.

7. (original) The network kiosk as recited in claim 6, wherein the proximity sensor comprises an ambient light sensor which senses a drop in ambient light when the person is within the predetermined distance.

8. (Currently amended) A method of attracting a person to a network kiosk comprising the steps of:
sensing a person passing within a predetermined distance of the kiosk;

displaying first information and playing a sound in response to said sensing step to attract attention of the person to the kiosk and to persuade the person to approach and use the kiosk;

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timing a time period of displaying the first information and playing the sound; and

displaying second information which is less distinctive than the first information and stopping the sound if the person does not begin use of the kiosk within the time period.
